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STARFOX ADVENTURES

INSTRUCTION BOOKLET



NINTENDO
GAMECUBE



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.

Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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**THIS GAME SUPPORTS
GAME PLAY USING ONE
PLAYER AND CONTROLLER.**



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Card

**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



Progressive Scan
compatible

**THIS GAME IS COMPATIBLE
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This may be a long distance call, so please ask permission from whomever pays the phone bill.

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TEEN (13+)

Animated Blood
Mild Violence



Nintendo

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- 2 Background Story
- 4 Main Characters
- 6 Dinosaur Tribes
- 8 Dinosaur Planet
- 10 Starting The Game
- 14 Using The Controller
- 16 Screen Layout
- 18 Playing The Game
- 26 Arwing Missions
- 28 Dino Language
- 30 Game Credits

CONTENTS



Eight years have passed since Andross was finally overthrown by the daring Star Fox team. Following the celebrations, Fox McCloud and friends returned to the only life they knew – an endless patrol of the Lylat system, guarding against ongoing threats to their territory.

Boredom soon struck, causing Fox's close friend Falco Lombardi to simply disappear, leaving only rumor to suggest that his lone-wolf nature had finally led him to pursue a more free and profitable life.

Then Slippy Toad traded his pilot's wings for a place in Weapons R&D, demonstrating a natural flair for invention, while Fox's old friend and mentor Peppy Hare retired from active flight duty to concentrate on a role as navigator and general advisor.

The Great Fox itself had also seen better days. Keeping a ship of that size in prime condition cost serious money, and well-paid jobs for fighter pilots and mercenaries were increasingly difficult to come by.

So it was that Fox and co. found themselves drifting through the galaxy, waiting and hoping for General Pepper's hologram to pop up with just the kind of high-stakes, high-reward mission that they needed...



Fox McCloud

Eight years after the defeat of Andross, Fox McCloud has matured as a leader and continues to be recognized as a great hero. He's still an active pilot, and his many skills with weapons and martial arts are often called into play.



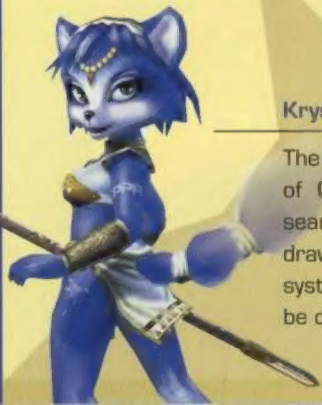
Tricky

It's hard to believe that the mischievous Prince Tricky will one day rule the EarthWalker Tribe. And with his father imprisoned, the future of the world looks bleak: could an unlikely partnership be the only hope for Dinosaur Planet™?



Falco Lombardi

Falco Lombardi left the team several years ago and hasn't been seen since, though one thing's for certain: whatever the circumstances, Falco and Fox will always maintain a strong friendship.



Krystal

The only survivor of her doomed home planet of Cerinia, Krystal roams the galaxy in search of answers. When a distress call draws her to a small planet in the Lylat system, Krystal suspects that she may finally be drawing closer to the truth...

Peppy Hare

Although retired as a pilot, Peppy Hare has close ties to Fox and remains on the team as an effective advisor. Despite his increasing absent-mindedness, he is still well-respected by everyone.



Slippy Toad

Recently Slippy Toad has been devoting a lot of time to Cornerian Weapons R&D, though he continues to work with his good friends in the Star Fox team. His upgrades to ROB and the Arwings prove invaluable.



ROB The Robot

After several rebuilds by Slippy, ROB has now been infused with much more personality and has gradually become recognized by all as a full-fledged member of the Star Fox team.

General Scales

Rejected as a ruling tribe, the twisted SharpClaw and their self-appointed leader Scales have amassed an army to overpower all. In recent times the General's power has dramatically increased – is he in this alone?



EarthWalker Tribe

One of two ruling tribes of Dinosaur Planet. Their great strength and speed have helped them grow into a respected family of Dinosaurs (though the CloudRunner may disagree).

ThornTail Tribe

These friendly creatures live amidst the foothills of the mighty Ice Mountain. Their knowledge of the local area and the Mysterious Warpstone make them valuable allies.



LightFoot Tribe

A spiritual and reclusive Tribe, the LightFoot are seldom seen. The appearance of SharpClaw in the area has only served to heighten their natural suspicion, as Fox will find out for himself.



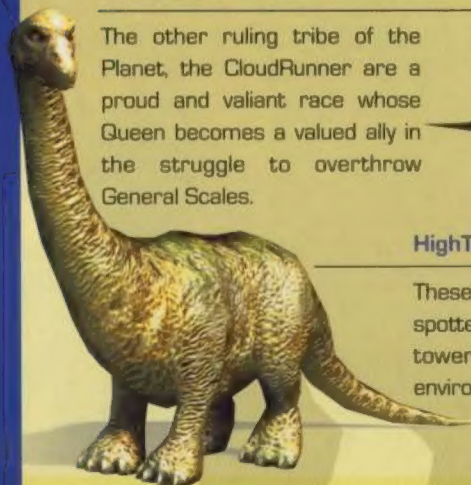
CloudRunner Tribe

The other ruling tribe of the Planet, the CloudRunner are a proud and valiant race whose Queen becomes a valued ally in the struggle to overthrow General Scales.



HighTop Tribe

These gentle giants are easily spotted from a distance as they tower high over the rugged environments of the planet.



SnowHorn Tribe

Thick, woolly coats and massive endurance have seen the SnowHorn Tribe through many years of harsh living. This strength could prove priceless to Fox in his quest.

RedEye Tribe

Flesh-eating Dinosaurs and deadly killers, the RedEye Tribe were safely under EarthWalker control until General Scales set them loose to overrun the Walled City.





Cape Claw



Walled City



Volcano Force Point Temple



Ocean Force Point Temple



ThornTail Hollow



SnowHorn Wastes

Moon Mountain Pass



LightFoot Village



Krazoa Palace



Ice Mountain



DarkIce Mines



CloudRunner Fortress




Dragon Rock



Fox McCloud - Start Game

If you do not have a Nintendo GameCube™ Memory Card inserted, you'll be warned that any progress you make through the game will not be saved. At this point you can either continue regardless or insert a Memory Card.



Highlight Fox and press the  Button to start the game.



If you do have a Memory Card inserted, you will be taken to the Game screen. From here you can either choose to play a new game or highlight the required game slot.



If you choose a new game, your next step will be to enter your name or initials (up to three characters) at the Name Entry screen.




After the name entry screen or successful loading of a previously saved game, the contents of your game slot will be displayed.

You can now begin the game...



Peppy Hare - Options

Highlight Peppy and press the  Button to adjust the Options.

Screen Ratio: Set to Normal for a 4:3 TV, or Widescreen for Anamorphic 16:9 (widescreen TV only).


Rumble: On or Off. Set to Off if you do not wish the Controller's Rumble Feature to be activated.

ROB The Robot - Language Setup

Highlight ROB to change default language and toggle Subtitles On/Off.



Slippy Toad - Audio Options



Highlight Slippy and press the  Button to adjust the Audio Options.


Setup: Choose between Stereo, Surround, Mono and Headphones to optimize your audio setup.

Volume Controls: Adjust Music, SFX and Cutscene volumes.

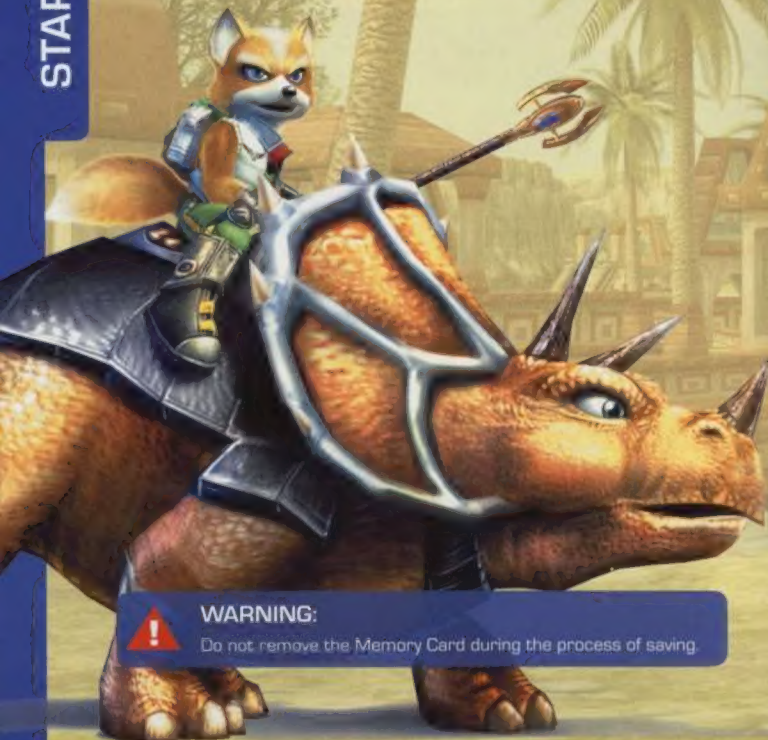


Saving The Game

To save the game you must have a Memory Card inserted into Slot A. Press  to access the Communicator and then highlight the Memory Card. Press the  Button to confirm your choice.

If you are sure you want to save, select Yes with the Control Stick and press the  Button again to save the data to the Memory Card.

Star Fox Adventures uses 3 Blocks on your Memory Card.



WARNING:


Do not remove the Memory Card during the process of saving.



Progressive Scan Mode

This game can be set to display a higher-resolution image on TVs that support progressive scan mode (EDTV, HDTV).

In order to use the progressive scan mode, you will need a TV that can accept this type of input (see your TV operation manual), and a Nintendo GameCube Component Video Cable (available only through Nintendo: visit www.nintendo.com or call 1-800-255-3700).

To activate the progressive scan mode, press and hold the  Button while the Nintendo GameCube logo is being displayed until the message "Do you want to display the game in Progressive Mode?" appears. Select YES to activate this mode.

!!! Please note that on some TVs, activating the progressive scan mode will set the format of the image to widescreen (16:9).

L Button: Camera Control/Sidestep Mode

Camera control. Press the L Button lightly to center the camera behind your character; hold it down until it clicks to enter Sidestep mode.

**+ Control Pad: P.D.A. Display**

Adjusts Fox's P.D.A. device to display maps, information and a Fuel Cell Compass.

Control Stick: Walk/Jog/Run/Aim

Moves Fox/Krystal/Dinosaurs around the environment. Also used to aim Staff Weapons and to look around when in First-Person View.

C Stick: Weapon/Sidekick/Item Inventory

The C Stick Inventory. Contains Staff Upgrades, Sidekick Commands and Items. Tilt Left or Right to access the three main options, then Up or Down to highlight the required icon.

R Button: Defend

Use to trigger a force-field during exploration and to block frontal enemy attacks during combat.

Z Button: First-Person View

Allows you to see the world through the eyes of your character. If you have Fox's Zoom Goggles, use the C Stick to zoom in or out.

START/PAUSE: Communicator

Pauses the game and activates the Communicator. Here you can talk to your Star Fox team members to gain further information, save your progress to the Memory Card or quit the game.

Y Button: Assign from C Stick Inventory

A blank button to which you can assign your own choice of action for immediate access [e.g. highlight an item within the C Stick Menu and press the Y Button to assign it that action].

X Button: Avoid

Triggers different evasive actions depending on your situation. Activates a forward roll during exploration and a range of flips and rolls during combat situations.

A Button: Staff Actions/Use/Select Items

The Action button. Its function depends on the situation, e.g. wield the Staff in combat, activate a Sidekick Command, use an Item or talk to a Dinosaur (check the A Button on-screen display).

B Button: Put Away Staff/Cancel

The Cancel button. Its varying functions include putting away the Staff, canceling a Sidekick Command and quitting out of the C Stick Menu (check the B Button on-screen display).

Energy:

Represents Fire/Krystal's Energy level.

Staff Power:

The amount of Weapon Power held within the Staff.

Camera Icon:

When this item is displayed, you cannot adjust the camera view.

Active Tricky Command:

Displays the command currently performed by Tricky.

Tricky Energy:

This shows how many Blue GrubTubs Tricky has been fed.

P.D.A.:

Use the + Control Pad to access the P.D.A.

Y Assign:

Action/Item from the C Stick Inventory currently assigned to the Y Button.

A Button:

Tells you which Action will be performed by the A Button at any given time.

B Button:

Displays the function of the B Button at any given time.

C Stick Inventory:

Displays Weapons, Sticks, Commands, and collected Items.

Main Collectibles:

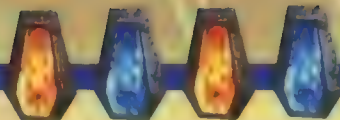
Items include Fuel Cells, Moonseeds, Fire Flies, Blue GrubTubs, and Bomb Spores.

Scarab Counter:

Displays your current total of the Scarab currency.



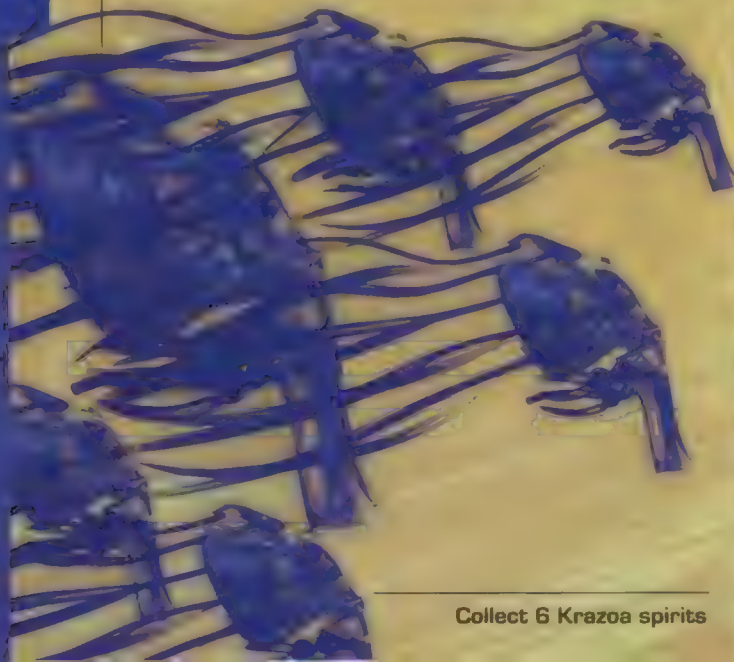
Main Goals

**The SpellStones**

Four Stones forged of Dark Matter which absorb energy from within the planet and hold it together. General Scales has removed all four SpellStones and torn the planet apart. They must be returned to the Force Point Temples.

Krazoa Spirits

Bringers of life to Dinosaur Planet, the Spirits were hidden when the EarthWalkers were attacked by General Scales's army. They must be returned to the Krazoa Palace.



Collect 6 Krazoa spirits

Using The Staff

Krystal's magical Staff is an incredible tool with many uses, some of which include acting as a switch to open doors, a lever to lift heavy rocks (with rapid presses of the Button) and a means of breaking open crates.

**Staff Powers**



Hidden throughout Dinosaur Planet are numerous Magic Caves: the Staff will rumble and glow to let you know when one is nearby. Find a way in, and you can collect an upgrade, adding a new icon to the Staff section of the C Stick Inventory. Highlight the icon and press the Button to use it (or just assign it to the Button).




There are many different Staff Powers to find and collect, but using them reduces the Staff Energy meter. You can refill this meter by collecting gems from the Magic Plants scattered throughout Dinosaur Planet.




Magical Staff


Combat

To fight a bad guy, press the  Button to bring out the Staff – this activates the Auto Lock-On mode, forcing Fox to face the enemy and modifying Control Stick movement so that you circle each other (you can break out of the Lock-On by pressing the  Button).



Pressing the  Button launches a standard attack, but defeating an enemy in this manner could take a long time...

Combos

To earn a victory quickly and with style, you'll need to activate a combo. To do this, just press the  Button until a combo is activated. You can perform different combos by launching a few initial  Button attacks then pulling the Control Stick Left, Down or Right while continuing to press the  Button.

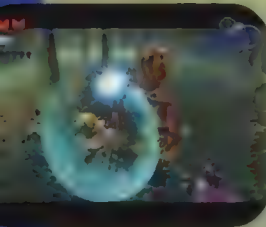
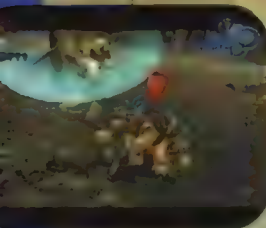
Some Staff Upgrades can also be used as part of your attack strategy during combat – to access these in the heat of battle, you must assign them to the  Button.

Avoid and Defend

As you attack, a SharpClaw may defend before trying to launch an attack of its own. This is where your  Button Avoid and  Button Defend actions come into play. You can Avoid an attack by dodging to the side or use Defend to hold your ground until it's safe to attack again.

Bad Guys

Dinosaur Planet is practically bristling with predatory creatures and plants set on making life difficult. Worse still, some of these foes are resistant to your Auto Lock-On, forcing you to seek out different tactics.





SharpClaw Tribe

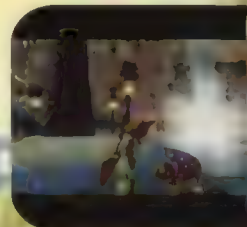
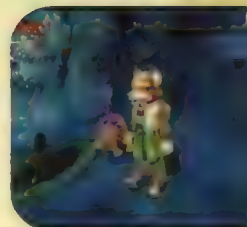
Sidekick Commands

These are commands that young Prince Tricky can perform on your behalf. As you progress through the adventure, you will be able to gain and use further Sidekick Commands. There are many to collect and plenty of fun to be had in experimenting with them.

Using Tricky's Skills

You can activate a Sidekick Command when a question mark symbol appears over Tricky's head. Highlight the icon within Tricky's C Stick Inventory and press the  Button (these commands can also be assigned to the  Button).

If Tricky has enough energy, he'll do as you've asked. If necessary, you can cancel his Commands and call him back to you by using his Heel Command.




Tricky's Warnings

Tricky can also inform you of nearby enemies and other characters before they enter your line of sight by displaying an exclamation mark above his head.

Feeding Tricky



Tricky does, however, require feeding with Blue GrubTubs. Each Command uses up some of his energy. If he's low on energy and can't execute a Command, Tricky will display a GrubTub symbol above his head. It's then up to you to find, catch and feed him GrubTubs!

The GrubTubs are stored within the C Stick Item Inventory. To feed Tricky, highlight the icon and, when the C Stick Icon is displayed above Tricky, press the  Button to feed him all the GrubTubs in your possession until he's full.



Collectible Items

In addition to collecting Staff Powers and Sidekick Commands, Fox can also pick up various material items, some of which can be used at any time, while others become applicable only within certain areas.


After collecting an item, an icon is displayed within the C Stick Inventory. Highlight the icon and press the  Button to use it. Don't forget that you can assign items to the  Button.

As mentioned, some items can only be used within specific areas. If you leave the relevant area with such an item still in your possession, its icon on the C Stick Menu will fade to show that it can no longer be used.

ThornTail Store

Within ThornTail Hollow, you'll find this store and its sole inhabitant, a strange, floating dinosaur known as the StoreKeeper. He spends his life roaming Dinosaur Planet in search of interesting items for his store. He also has a great liking for Scarabs. Be sure to pay many visits to the Store as there will be lots of items on hand that you'll find invaluable...

The Communicator

Press  at any time to pause the game and bring up the Communicator, allowing contact with the Star Fox Team.

General Pepper

Displays your current overall status.

Peppy Hare

Displays the Dinosaur Planet Map. This shows your current location (displayed as a Fox head) together with where you should be heading next (a flashing symbol).

Slippy Toad


Displays clues and advice. If you get stuck on a puzzle or task, you can always turn to your friend Slippy.

Memory Card

Select the Memory Card to save the current game.

Quit

Select the Quit icon to exit the current game.

!!! The Communicator also allows your teammates to get in touch with you. Look out for the  symbol on-screen and press it as soon as it's displayed.

Note: In total only two (the Memory Card and Quit options). Also, atmospheric conditions on Dinosaur Planet sometimes prevent you from getting full access to the Communicator screen. Continue your journey and keep trying; you'll get through eventually!

Fuel Supplies

It's a long journey to the worlds orbiting Dinosaur Planet, so before embarking on a mission into space, the ship will need to be fully refueled by rooting out the Fuel Cells that were dropped into the area by ROB.

The Gold Ring Seal

Even when you have enough fuel, flying up to retrieve the SpellStones from the floating worlds in space is not as easy as it looks – Fox has to pilot his Arwing through varying numbers of Gold Rings in order to reach them.

Laser upgrades and Bombs can be picked up during the course of the Arwing missions, and energy can be replenished by flying through Silver Rings.

Laser upgrade item



Bomb upgrade item



Energy restore item



Arwing Controls

Control Stick

The Arwing is always flying 'into' the screen, so tilt Left and Right on the Control Stick to bank left and right, Up to dive, and Down to climb.

A Button

Fires the Lasers.

B Button

Fires a Bomb, but only if a Bomb upgrade has been picked up within the level.

L & R Buttons

Hold down lightly to bank the Arwing, allowing you to turn more quickly. Press until they click to perform a 360 degree barrel roll, temporarily warding off attack.

X Button

Hold down to reduce your speed.

Y Button

Hold down to trigger a brief burst of speed.

START/PAUSE

Brings up the Communicator and pauses the game.



The C Stick and + Control Pad are not used during the Arwing levels.

Speak Dino

This language has been spoken on Dinosaur Planet for thousands of years, since their first encounter with off-worlders. Before that, they got by with grunts and roars; a few still do, but most have adopted this relatively new language.

You can use this language to write secret messages to your friends and maybe even try speaking it too!

Dino Alphabet: How To Write Dino Language

Step 1

Rearrange the vowel sounds:

English: **A E I O U**

Dino: **U O A E I**

Step 2

The letter 'M' remains the same:

M = M

Step 3

Replace the letter 'Y' with an 'O' - this means that the letter 'Y' will not exist in this language:

Y = O

Step 4

Rearrange the remaining letters as follows:

English: **B C D F G H J K L N**

Dino: **R S T V W X Z B C D**

English: **P Q R S T V W X Z**

Dino: **F G H J K L N P Q**

You now have the method of encoding and decoding the Dinosaur language. Note that the names of people and places are not affected, remaining in their original language.

See the example below:

No-one can defeat General Scales
De-edo sud tovouk General Scales



If you want to talk in Dino, then just listen to the characters in the game and practice!



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Warranty & Service Information

REV M

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone or with the troubleshooting information available on-line, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTERSM. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.